

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A relay unit incorporated in a gaming system and connecting one or a plurality of manipulation terminals or external storage units to an entertainment apparatus having at least a first mode and a second mode as operation modes; ~~said relay unit~~

~~carrying out relay processing for the first mode when the entertainment apparatus is operating in the first mode while carrying out relay processing for the second mode when the entertainment apparatus is operating in the second mode, wherein~~

the entertainment apparatus reads information from a recording medium, determines an operation mode based on the read information, generates an operation mode selection signal in accordance with the determined operation mode, and outputs the generated operation mode selection signal to the relay unit;

the relay unit includes:

a first relay processing unit;

a second relay processing unit; and

a control signal generator;

the first relay processing unit carries out relay processing for the first mode between the entertainment apparatus and the one or the plurality of manipulation terminals or the external storage units;

the second relay processing unit carries out relay processing for the second mode between the entertainment apparatus and the one or the plurality of manipulation terminals or the external storage units;

the control signal generator operates one of the first and second relay units to carry out
the relay processing based on the received selection signal; and

said the relay unit having a connector detachably connecting the entertainment apparatus
and the relay unit and wherein said the first and second modes are different gaming protocols.

2. (Original) The relay unit according to claim 1, wherein in at least either the case of changing from the first mode to the second mode or changing from the second mode to the first mode, a period in which neither relay processing for the first mode nor relay processing for the second mode is carried out for mode switching is provided.

3. (Original) The relay unit according to claim 2, wherein the duration of the period in which neither relay processing for the first mode nor relay processing for the second mode is carried out is defined according to a communication procedure with the entertainment apparatus.

4.(Canceled)

5. (Currently Amended) The relay unit according to claim 41, ~~comprising:~~ wherein
~~a first relay processing unit for the first mode;~~
~~a second relay processing unit for the second mode; and~~
~~a~~ the control signal generator ~~is~~ configured to generate a first control signal to operate the first relay processing unit and a second control signal to operate the second relay processing unit in conformity with the selection signal.

6. (Original) The relay unit according to claim 5, wherein the control signal generator comprises

a pulse generator configured to generate pulses of a predetermined width when changing from the first mode to the second mode, or from the second mode to the first mode.

7. (Currently Amended) The relay unit according to claim 1, wherein

~~the first mode is a normal mode in which normal operation is carried out, and~~

~~the second mode is a compatible mode in which different operation from normal~~

~~operation is carried out, assumed for insuring compatibility with other entertainment apparatuses~~

~~of other models.~~

8. (Cancelled)

9. (Currently Amended) A communication system in a gaming system, comprising an entertainment apparatus having at least a first mode and a second mode as operation modes, and a relay unit connecting the entertainment apparatus and one or a plurality manipulation terminals or external storage units[[],]; wherein

~~the entertainment apparatus transmits to the relay unit a selection signal corresponding to an operation mode; and~~

~~the relay unit receives the selection signal, and in conformity with the received selection signal, carries out relay processing for the first mode when the entertainment apparatus is operating in the first mode, and carries out relay processing for the second mode when the entertainment apparatus is operating in the second mode, wherein~~

the entertainment apparatus reads information from a recording medium, determines an operation mode based on the read information, generates an operation mode selection signal in

accordance with the determined operation mode, and outputs the generated operation mode selection signal to the relay unit;

the relay unit includes:

a first relay processing unit;

a second relay processing unit; and

a control signal generator;

the first relay processing unit carries out relay processing for the first mode between the entertainment apparatus and the one or the plurality of manipulation terminals or the external storage units;

the second relay processing unit carries out relay processing for the second mode between the entertainment apparatus and the one or the plurality of manipulation terminals or the external storage units;

the control signal generator operates one of the first and second relay units to carry out the relay processing based on the received selection signal; and

the first and second modes are different gaming protocols.

10. (Currently Amended) A communication method for connecting one or a plurality of manipulation terminals or external storage units to an entertainment apparatus in a gaming system having at least a first mode and a second mode as operation modes via a relay unit, wherein the relay unit includes first and second relay processing units, and a control signal generator, said communication method comprising:

a step of reading information from a recording medium;

a step of determining an operation mode of the entertainment apparatus based on the read information;

a step of generating a selection signal in accordance with that determination result;

a step of transmitting the selection signal to the relay unit, which are carried by the entertainment apparatus;

a step of receiving the selection signal by the relay unit;

a step of relaying for the first mode when the received selection signal corresponds to a signal for the first mode by the first relay processing unit; and

a step of relaying for the second mode when the received selection signal corresponds to a signal for the second mode, which are carried by the relay unit by the second relay processing unit,

a step of operating one of the first and second relay units to carry out the relaying based on the selection signal by the control signal generator; and

wherein the first and second modes are different gaming protocols.

11. (Original) The communication method according to claim 10, wherein the step of determining includes setting operation mode to the first mode when the recording medium is removed, and generating a selection signal corresponding to the first mode.

12. (Currently Amended) The communication method according to claim 10, wherein the relay unit has a first relay processing unit for the first mode and a second relay processing unit for the second mode; and said communication method further comprises the comprising a step of resetting both the first relay processing unit and the second relay processing unit for a predetermined period, which is carried out by the relay unit, when the selection signal switches from a signal corresponding to the first mode to a signal corresponding to the second mode, or vice versa.

13. (Currently Amended) The communication method according to claim 10, wherein
~~the relay unit has a first relay processing unit for the first mode and a second relay processing unit for the second mode, and~~

the step of determining includes setting operation mode to the first mode when power of the entertainment apparatus is applied, and generating a selection signal corresponding to the first mode, said communication method further comprises [[the]] a step of resetting both the first relay processing unit and the second relay processing unit for a predetermined period, which is carried out by the relay unit, when power of the entertainment apparatus is applied and a new selection signal corresponding to the first mode is generated.

14. (Currently Amended) A recording medium having a program for a gaming system stored thereon for operating a computer as an entertainment apparatus having at least a first mode and a second mode as operation modes, said program comprising:

a step of reading information from the recording medium;
a step of determining operation mode based on the read information;
a step of generating an operation mode selection signal in accordance with the determined operation mode; [[and]]
a step of outputting the generated selection signal to the outside[[,]];
a step of receiving the selection signal;
a step of relaying for the first mode when the received selection signal corresponds to a signal for the first mode;
a step of relaying for the second mode when the received selection signal corresponds to a signal for the second mode; and

wherein said first and second modes are different gaming protocols.